

AMENDMENTS TO THE CLAIMS

This complete listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS

1. (Currently Amended) A server computer for use in a computer network having at least one client computer, the server computer characterized in that the server computer: sends media assets over said computer network to said client computer, the server computer coupled to at least one file system organized into a plurality of asset groups, each asset group comprising at least one media asset, the all media assets within an asset group sharing storage medium bandwidth and storage space on the server computer that is reserved for the asset group ~~to which the media asset belongs~~, for guaranteeing a specified number of simultaneous playouts for each media asset within the asset group.

2. (Original) The server computer of Claim 1, wherein each media asset belongs to only one asset group.

3. (Original) The server computer of Claim 1, wherein the asset group is limited to a maximum number of simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts.

4. (Original) The server computer of Claim 1, wherein the asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate.

5. (Previously Presented) The server computer of Claim 1, wherein the asset group is associated with a guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group if no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value.

6. (Original) The server computer of Claim 5, further comprising a default guaranteed possible payouts value.

7. (Original) The server computer of Claim 1, further comprising an asset group policy placement module that places an asset group within the file system.

8. (Original) The server computer of Claim 7, wherein the asset group policy module distributes the asset group across multiple file systems.

9. (Original) The server computer of Claim 1, further comprising a media asset placement policy module that places media assets within the asset group.

10. (Original) The server computer of Claim 9, wherein the media asset placement policy module places media assets within asset groups based on said reserved storage medium bandwidth and storage space.

11. (Original) The server computer of Claim 9, wherein the media asset placement policy module restricts the placement domain of the media asset to the asset group distribution of storage space and storage bandwidth.

12. (Previously Presented) The server computer in Claim 1, wherein said media asset includes an asset selected from the set consisting of audio, text, graphics, image, symbol, video, information item or token, and combinations thereof.

13. (Original) The server computer in Claim 1, wherein said media asset comprises an audio, a video, or an audio-video media asset.

14. (Previously Presented) The server computer in Claim 1, wherein said server computer comprises a mass storage subsystem and said file system organized into said plurality of asset groups is defined in said mass storage subsystem.

15. (Original) The server computer in Claim 14, wherein said mass storage subsystem comprises at least one hard disk drive.

16. (Original) The server computer in Claim 14, wherein said mass storage subsystem comprises a plurality of hard disk drives.

17. (Currently Amended) A server computer for use in a client-server computer architecture, the server sending media assets over a computer network to a client computer, the server having a file system organized into a plurality of asset groups, each asset group comprising a plurality of media assets, wherein the plurality of media assets share storage medium bandwidth and storage space on the server computer that is reserved for the asset group to which the plurality of media assets belong for guaranteeing a specified number of simultaneous playouts for each media asset within the asset group, wherein each media asset belongs to only one asset group.

18. (Original) The server computer of Claim 17, wherein the asset group is limited to a number of maximum simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts.

19. (Original) The server computer of Claim 17, wherein the asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate.

20. (Original) The server computer of Claim 17, wherein the asset group is associated with a default guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group assuming no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value.

21. (Previously Presented) The server computer of Claim 17, further comprising an asset group policy placement module that places the asset group within the file system.

22. (Original) The server computer of Claim 21, wherein the asset group policy module distributes the asset group across multiple file systems.

23. (Original) The server computer of Claim 17, further comprising a media asset placement policy module that places media assets within the asset group based on said reserved storage medium bandwidth and storage space.

24. (Currently Amended) A server computer for use in a client server computer architecture, the server sending media assets over a computer network to a client computer, the server having at least one file system organized into a plurality of asset groups, each asset group comprising a plurality of media assets, wherein the plurality of media assets share storage medium bandwidth and storage space on the server computer that is reserved for the asset group to which the plurality of media assets belong, wherein each media asset belongs to only one asset group, wherein each asset group is limited to a number of maximum simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts for each media asset within the asset group, wherein each asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate, wherein each asset group is associated with a default guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group assuming no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value.

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